



2021 Program Information & Rules FALL Softball League

City of De Pere Parks, Recreation and Forestry Department

2021 Program Information & Rules

FALL Softball League

City of De Pere Parks, Recreation and Forestry Department

Contents

GENERAL INFORMATION	3
REGISTRATION	3
LEAGUE OFFERINGS	3
ROSTERS	3
APPAREL	3
GAME SCHEDULE & LOCATIONS	3
EQUIPMENT	3
GAME RULES & FORMAT	4
LINE-UP & SUBS	4
DESIGNATED HITTERS	5
COURTESY RUNNERS	5
INJURIES	5
PITCHER & PITCHING	5
FOULS & STRIKES	6
SCORING	6
BASE RUNNING & SLIDING	6
FAKE TAGS	7
FOUL BALLS & LEGAL CATCHES	7
PENALTIES	7
GAME FORFEITS	7

The league will be governed by these guidelines, along with those outlined in the Adult Athletic League Policies.

The ASA 2021 Guide and Playing Rules will be the official rulebook with adaptations listed within this booklet. Along with these policies and rules, the league playing rules will be in accordance with the 2021 ASA Official Rules of Softball.

GENERAL INFORMATION

Registration

In order to qualify for placement in one of the leagues through the team placement procedures, teams must turn in a completed team roster with the necessary accompanying fees by **Friday, August 13th at 11:00 am**. All rosters received after this date and time will be considered late. .

League Offerings

2021 League Offerings Include:

- Men's 14" Slow-pitch League: **Tuesdays at LEGION**. (This is due to field renovations at VFW
 - **A home run limit of (6) is set in place due to smaller field.**

Rosters

Teams must have a minimum of 10 players (maximum of 20) on their roster when it is turned in. "Resident" team will be those with 8 or more residents on their roster. Players may not be registered on more than one team.

Apparel

Players must wear some type of an acceptable shoe at all times. (Metal spikes are not allowed.) Players must be fully clothed.

Game Schedule & Locations

Games are scheduled at LEGION Park. Base paths will be 65 feet for 12" leagues. A double base will be used at first base. The first team listed on the schedule is the away team and bats first. League play is anticipated to begin on September 1st. Slow-pitch games have a one-hour time limit. No new innings may begin after the allotted time limit.

Equipment

Each team must supply the umpire(s) with a new ball prior to the start of each game. The home team will be responsible for a third, quality used ball if one is lost or stolen. For 12" leagues, all balls used must be ASA-approved, yellow cover, with the ASA stamp on the ball. **COMPRESSION REQUIREMENTS FOR 12" BALLS: .52/300**. Teams must hit the ball that they give to the umpire(s) at the start of their game. For a list of ASA-approved balls please look on the website www.asasoftball.com.

All bats must be marked "Official Softball", and must comply with ASA regulations. Only bats tagged with a current Greater Green Bay Approved bat sticker will be legal for use in a De Pere League. All bats will need to be tagged with the current 2020/2021 colored sticker. Bats not tagged will be considered illegal and not allowed. Bat tagging will be done at the De Pere Community Center during regular business hours **(Hours are M-Th. 7:30 am-5:00 pm and Fri 7:30-11:30 am.)** The current ASA non-approved bat list (see ASA website) will be used. If a bat is not on this list, it is ok to be tagged. Tags will be placed above the grips.

GAME RULES & FORMAT

Pre-Game

At Legion Park, softball teams/players will not be allowed to have batting practice in the area outside of the right field fence.

Post-Game

For all softball league play, the ball diamond lights are to be turned off no later than 15 minutes after the last game ends for the night.

Weather

Postponement of a game due to time limit or weather is at the umpire's discretion. If a game is called due to weather, it will be played from the point of the last completed inning.

Innings & Time Limits

Each game will consist of seven innings unless ten runs separate the teams after 5 innings (4 ½ innings if the home team is ahead), or fifteen runs after 4 innings (3 ½ if the home team is ahead). If the home team is behind, the inning must be completed. The time limit and 10/15 run rule is in effect for all games, with the exception of a playoff or championship game.

If, at the end of 50 minutes of playing time for slow pitch leagues, one team is ahead by 10 or more runs, they shall be declared the winner regardless of the number of innings played. Away teams that are losing will be allowed to finish the top half of the inning and the full inning will be completed if the home team is losing. This rule will not be applied to playoff or championship games.

A game is ruled a regulation game after five or more complete innings are played (4 ½ if the home team is ahead).

Home Run Limit

Legion Field will hold a home run limit to 5. This is due to the shorten field length.

Line-Up & Subs

Teams must start with eight (8) at the beginning of the game. They may play with seven (7) if an eighth (8) team member is injured and unable to play. A team may bat their entire roster (flexible line-up). However, it must be declared at the beginning of the game when the line-up is presented to the umpire and remain throughout the entire game. Additional or late players will be put at the bottom of the batting order. Substitution of any player or position is allowed by innings (exception: pitcher change or injury). If a player becomes injured and must leave the game, the team will not have to take an out when it is that person's time to bat. If teams using the regular line-up format are forced with an injury to have less than 7 available players left, any player may be allowed to re-enter. If a team does not bat the entire roster (regular line-up), all subs must be reported to the umpire prior to the individual entering the game. Substitutes may only enter a game once, and starting players who re-enter the game

must replace their substitute and remain in the original batting position. A starting pitcher cannot return to the pitching position once he leaves the game and the designated hitter may be used.

Designated Hitters

Designated hitters (DH) may be used for any player providing that teams who have selected the regular line-up format follow these guidelines:

- It is made known prior to the start of the game and their name is indicated on the line-up sheet;
- The DH must remain in the same batting order position for the entire game;
- The DH can play defense, but teams would then lose the DH position; the DH would stay in their original DH position in the batting order;
- The DH may be substituted for at any time either by a pinch runner or pinch-hitter who then becomes the DH. The substitute must be a player who has not yet been in the game;
- A replaced DH can re-enter the game once;
- DHs in the game may not pinch-run.

Courtesy Runners

All teams, regardless of the line-up format used, can use courtesy runners. The only courtesy runner allowed is the person who makes the last out. Judgment decisions on injuries relating to all field substitutions will be at the umpire's discretion.

Injuries

Judgment decisions on injuries relating to all field substitutions will be at the umpire's discretion. If a player becomes injured and must leave the game, the team will not have to take an out when it is that person's time to bat.

If teams using the regular line-up format are forced with an injury to have less than 7 available players left, any player may be allowed to re-enter.

Pitcher & Pitching

For all slow pitch leagues:

- The pitcher must have at least one foot in contact with the furthest back, fifty-foot pitcher's plate upon ball release. A dead ball will be called if there is no foot contact at the point of release.
- The pitcher cannot deliver a pitch from the glove; batting gloves may not be worn on the pitching hand.
- There will be no limits placed on the height of a pitch.
- An illegal pitch will be called if the ball is not delivered with an arch of at least six feet from the ground.
 - The batter may then leave the pitch and take an automatic ball or he may take a swing at the pitch, with the results being "played".
- Pitchers who want to intentionally walk a batter may do so simply by notifying the plate umpire.

Fouls & Strikes

A 3-2 count will be used for all slow pitch leagues. A batted ball that hits the mat first is an automatic foul ball. When a walk occurs, the ball is dead until the pitcher has the ball back on the mound and all runners have reached their appropriate base. Runners on base may advance on any caught foul ball that is in play.

A strike will be called if a batter swings and misses while a runner on base gets called out for leaving a base early. A legally thrown ball that hits any part of the plate or the mat behind the plate, including any edges, is a strike.

Foul Tip – An out will be called when the catcher catches a foul tipped ball before the ball goes out of play or hits any fencing along back stop or along 1st and 3rd base lines. The ball does not need to go over their head.

Scoring

Running in: The plate, plate edge, black mat, or black mat edge, must be touched when a runner attempts to score. If the bases are loaded with one out and the batter hits a long fly ball that is caught and the runner on first base would get called out in any manner after legally tagging up, all runs that would have crossed the plate prior to the runner being put out, would count.

If the black mat is altered from general location to gain advantage to the scorer or the catcher – An out or safe call will be made. (Umpires Discretion)

Catchers must have the ball in order to block the plate.

A 3-2 count will be used for all slow pitch leagues.

If, at the end of 50 minutes of playing time for slow pitch leagues, one team is ahead by 10 or more runs, they shall be declared the winner. This rule will not be applied to playoff or championship games.

Base Running & Sliding

Bunting, leading off, and stealing are prohibited. Runners may not leave a base until the ball is hit, unless they are forced because of a walk. The WIAA rule on missing or leaving a base too soon will be followed. **Meaning: This is NOT an appealable play.**

When/if the umpire sees the infraction, they will automatically call the runner out. If the fielding team doesn't make the play while the ball is still in play, the call will be made after the play is over and the umpire calls a time out. Point of situational clarification: If the bases are loaded with one out and the batter hits a long fly ball that is caught and the runner on first base would get called out in any manner after legally tagging up, all runs that would have crossed the plate prior to the runner being put out, would count. A double base will be used at first base.

Sliding is permitted. Any runner, who intentionally "takes out" a defensive player by not sliding, will be automatically out along with any runner who would have scored or who would be next in line to score. **Runners must slide into home plate if there is a play at the plate. The runner will be called out if he attempts to run over the catcher.**

Fake Tags

If a fielder puts a "fake tag" on a sliding runner, the runner may get an additional base(s) if, per umpire's judgment, it is felt that the runner could have further advanced. Flagrant "fake tags" may also be penalized by advancing the runner to the next base.

Foul Balls & Legal Catches

The infield fly rule will be enforced when there are less than two outs with runners on 1st and 2nd, or on 1st, 2nd, and 3rd. An infield fly is a fair fly ball (not a line drive or bunt) which could be caught with ordinary effort by an infielder or anyone else in the infield. Runners may then advance at their own risk.

Penalties

A two base penalty will be awarded on:

- a. Overthrows when it is determined that a throw is intentionally wild (umpire's discretion)
- b. Any defensive intentional acts of getting a ball out of bounds, either on a catch or a kick/bat, from the last base touched prior to the ball going out of play; and when a fair ball bounds out of play unintentionally off of a defensive player, from the time of the pitch and when a fair ball goes out of play
- c. A fair-batted ball goes out of play; all runners get 2 bases from the time of the pitch

A one base penalty will be awarded if:

- a. A fair ball is unintentionally carried out of bounds by a fielder, from the last base touched prior to the ball going out of play
- b. When the ball is obstructed by the dugout or goes into the dugout

Game Forfeits

A maximum of 10 players (minimum of 7) will be allowed on the playing field. Teams with less than 7 players on the field at any time will forfeit their game. Game forfeits may be declared if teams do not have their line-ups (complete with first and last names) into the league scorer 5 minutes prior to their scheduled game time. Only an umpire can declare forfeits. The score of a forfeited game will be 7-0.